

# Solo Campaign 1 Score Sheet

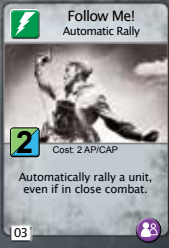
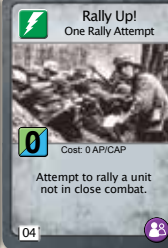
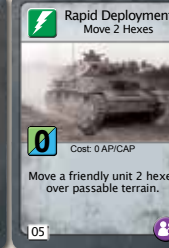
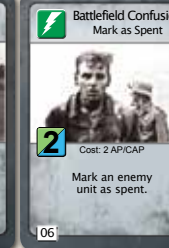
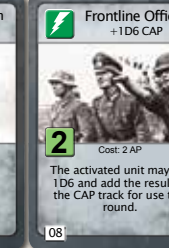
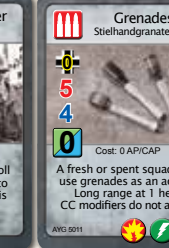
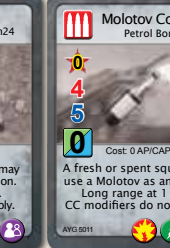
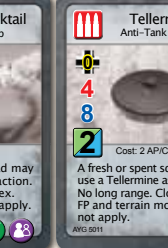
<b>Mission 1 VPs</b> Negative for AI Soviet VP _____	+	<b>Mission 2 VPs</b> Negative for AI Soviet VP _____	+	<b>Mission 3 VPs</b> Negative for AI Soviet VP _____	+	<b>Mission 4 VPs</b> Negative for AI Soviet VP _____	=	<b>Campaign VP Total</b> _____
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Designer's Note: Players may choose to play any of the Missions of the following campaigns, in any order, as stand alone Missions.

Campaign Unit Count		Mission 1	Mission 2	Mission 3
Rifle		_____	_____	_____
LMG 34		_____	_____	_____
Pioneer		_____	_____	_____
Opel		_____	_____	_____
Wagon		_____	_____	_____
5 cm Mortar		_____	_____	_____
Krad		_____	_____	_____
Tank Hunter		_____	_____	_____
German T-34a		_____	_____	_____
SdKfz 232L		_____	_____	_____
Protze 36		_____	_____	_____
HMG 34		_____	_____	_____
PaK 36		_____	_____	_____

\*Hit Units at the end of a Mission begin as Un-Hit at the beginning of the next Mission.

## Action Card Count

 <p><b>Follow Me!</b> Automatic Rally</p> <p>Cost: 2 AP/CAP</p> <p>Automatically rally a unit, even if in close combat.</p>	 <p><b>Rally Up!</b> One Rally Attempt</p> <p>Cost: 0 AP/CAP</p> <p>Attempt to rally a unit not in close combat.</p>	 <p><b>Rapid Deployment</b> Move 2 Hexes</p> <p>Cost: 0 AP/CAP</p> <p>Move a friendly unit 2 hexes over passable terrain.</p>	 <p><b>Battlefield Confusion</b> Mark as Spent</p> <p>Cost: 2 AP/CAP</p> <p>Mark an enemy unit as spent.</p>	 <p><b>Frontline Officer</b> +1 D6 CAP</p> <p>Cost: 2 AP</p> <p>The activated unit may roll 1 D6 and add the result to the CAP track for use this round.</p>	 <p><b>Grenades</b> Stielhandgranate m24</p> <p>Cost: 0 AP/CAP</p> <p>A fresh or spent squad may use grenades as an action. Long range at 1 hex. CC modifiers do not apply.</p>	 <p><b>Molotov Cocktail</b> Petrol Bomb</p> <p>Cost: 0 AP/CAP</p> <p>A fresh or spent squad may use a Molotov as an action. Long range at 1 hex. CC modifiers do not apply.</p>	 <p><b>Tellermine</b> Anti-Tank Weapon</p> <p>Cost: 2 AP/CAP</p> <p>A fresh or spent squad may use a Tellermine as an action. No long range. Close combat FP and terrain modifiers do not apply.</p>
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### Cards remaining from Mission 2 for Mission 3

\_\_\_\_\_

### Cards remaining from Mission 3 for Mission 4

\_\_\_\_\_

## Mission 2 - Artillery and Bunkers Destroyed

### Destroyed Artillery

Control



Number of Control Markers Removed

\_\_\_\_\_



### Destroyed Bunkers

Hex 3-D12 \_\_\_\_\_ Hex 3-D14 \_\_\_\_\_

Hex 3-F14 \_\_\_\_\_ Hex 3-K10 \_\_\_\_\_

## Campaign Notes

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# Solo Campaign 2 Score Sheet

## Mission 1 VPs

Negative for AI German VPs

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## Mission 2 VPs

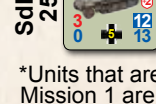
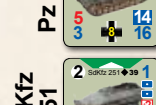
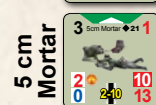
Negative for AI German VPs

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## Campaign VP Total

## AI Exit Tracker

Note Mission  
Track Space



\*Units that are Hit at the end of Mission 1 are rallied and begin Mission 2 as Un-Hit.

## Soviet Special Rules

**Soviet Commander** - You, as the Player, represent a Soviet Officer aboard a BA-10 armored car. Many of the troops you command are untrained and, due to recent German advances, are low on morale. They require your direct command input to repel the German attack. You may only issue AP Actions to Units that begin the action within 6 hexes of the BA-10. Units outside the BA-10's 6 hex command radius can not be issued AP Actions, but only Command Actions and Card Actions. In addition, out of command radius Units may execute orders as described below.

**Soviet Units Out of Command Radius** - You may direct Units outside of your Command Radius as follows:

1. Draw an Order Card.
2. Choose any one of the Priority or Tactical Orders listed on this card. You are not bound by normal AI order progression.
3. The chosen order can only be executed by Soviet Units outside of your Command Radius. These Soviet Player Units execute the order exactly like the AI would, but the roles are reversed. Command Cards act as regular cards and you do not gain any CAP benefits for CAPs listed as part of an order. You may, however, modify with your own CAPs from your CAP track.
4. You may augment the order taken with CAPs to lower the order's AP cost. The Unit(s) that executed an order must always make a Spent Check.
5. If no Unit can execute any of the orders listed on the Order Card, you are forced to pass. You **may not** choose to pass, instead of completing an order.

You may not execute Counteractions, Mission Orders, or any order that moves RE, or marks an AI as spent.

The Mission Track **does not** advance during your turn.

Now you may move the T-26 reinforcement tanks onto the map, as if they were in your command radius. Once the tanks are on the map however, they are limited by the Command Radius rules. If the BA-10 is destroyed, all of your Units are Out of Command and must execute orders as described below.

S↑

Control  
6

Control  
5

Control  
4

Control  
3

Control  
2

Control  
1

A Truck enters  
when the first  
Control Marker  
on Hex 3-F08 or  
4-G10 is captured.

A truck enters  
when the first  
control marker on  
hex 3-F08 or 4-G10  
are captured.

Eastern Map Edge -

German AI Entry

Western Map Edge - German Exit and Soviet Reinforcements Entry